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ENTERTAINMENT

Defend your empire by smashing enemy spacecraft (ages 8 and up)

by Chris and John Goodman

Requires: One ATARI Joystick Controller per player

Cassette version (1): (APX–10219)	ATARI 410 Program Recorder 24K RAM
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Edition A

CONSUMER-WRITTEN PROGRAMS FOR

ATARI® HOME COMPUTERS

APX ATARI Program Exchange

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Introduction

OVERVIEW

The Vorpons, enemies from a neighboring galaxy, are swarming through your empire's intergalactic port. Their goal: to destroy the Empire. You control the most colossal weapon ever devised -- the SMASHER! It's your only defense against the Vorpon attacks. Activate it, crush their tiny craft into oblivion, and save the Empire!

But BEWARE!

Some of the enemy ships, Cruisers, commanded by a crack Vorpon suicide squadron, are filled with super-powerful explosives. They cruise between the giant jaws of the SMASHER, hoping to deceive you into crushing them. If you do, the SMASHER will be destroyed!

Just when you think you've exterminated the last of the rebel forces, new legions arrive! Now you receive a report that the rebel code has been broken, and their messages contain references to a mysterious Death Ship to be used only in the greatest emergency....Will they use it? When?

It's a nearly hopeless battle, but the fate of the Empire rests in your hands -- the hands that control the SMASHER!

REQUIRED ACCESSORIES

One ATARI Joystick Controller

Cassette version

24K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

OPTIONAL ACCESSORIES

A second ATARI Joystick Controller

Getting Started

LOADING SMASHER INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.

2. Plug your Joystick Controllers into the first and second controller jack of your computer console.

3. If you have the cassette version of SMASHER:

   a. Have your computer turned OFF.

   b. Turn on your TV set.

   c. Insert the SMASHER cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   d. Turn on the computer while holding down the START key.

   e. When you hear a beep, release the START key and press the RETURN key. The program loads into computer memory and the title screen appears automatically.

If you have the diskette version of SMASHER:

   a. Have your computer turned OFF.

   b. Turn on your Disk Drive.

   c. When the BUSY light goes out, open the disk drive door and insert the SMASHER diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

   d. Turn on your computer and your TV set. The program loads into computer memory and the title screen appears automatically.

THE FIRST DISPLAY SCREEN

When SMASHER has finished loading into computer memory, the title screen appears. Push the START key to erase the title screen and begin choosing game options.

BATTLE OPTIONS

To select a two-player game, press the SELECT key at any time. The words "PLAYER TWO" appear beneath "PLAYER ONE". Player two uses a joystick plugged into Controller Jack Two. To return to a one-player game, press the SELECT key again; the words "PLAYER TWO" disappear. Note: pressing the SELECT key in the middle of a game causes the game to end. To begin again, press START.

To freeze the action at any time, press the space bar. When you're ready to continue battling Vorpons, press the space bar again.

THE BATTLE ZONE

At the top of the screen, the words "PLAYER ONE" are displayed. To the right of this, the number of extra SMASHERs is displayed (two at the start of the game), followed by the score. If you have chosen a two-player game, an identical line with the words "PLAYER TWO" is shown beneath it. Under this is the high score, set at zero when you turn on the computer. High score is automatically updated when a new high score is reached, but is reset at zero when the computer is turned off. The number in the bottom right corner of the screen indicates the current round. (A round is one Vorpon attack. When you destroy all the attackers in that wave, the next attack requires greater skill and vigilance.)

Between the orange bands of text at the top and bottom of the screen is a large black area. This is the Battle Zone. The large blue T-shaped objects at the top and bottom of the Battle Zone are the jaws of your SMASHER, your only defense against the Vorpons!

How to Play

The SMASHER can be moved across the Battle Zone by moving your Joystick to the left or right. Push the Joystick button to smash ships flying between its jaws.

If an enemy ship crosses the Battle Zone twice unchallenged, (once at higher rounds), it captures part of the space port. Captured territory appears as small blocks of color that close in on you from the four corners of the Battle Zone. Captured territory is covered with explosive mines. If the SMASHER touches any part of it, it is destroyed. However, if you hold off their ships for long enough, the Vorpons are forced to desert their captured territory to return to battle. One by one the blocks disappear as territory is returned to the Empire's rule.

At all costs, do not smash the blinking, twirling Cruisers: they carry deadly cargoes of Vorpon explosives!

Be on your greatest guard when the Death Ship appears....

SCORING

The Empire awards additional weaponry to its greatest heroes. A score is given for each Vorpon ship destroyed, and the running total is displayed at the top of the screen. Enemy ships are scored as follows:

Yellow	300 points
Red	150 points
Blue	100 points

Destruction of the Death Ship carries no point value. The only award worthy of this heroic act is the eternal gratitude of the Empire.

The high score is displayed under the players' scores. It records the high score since the computer was turned on.

At 50,000 points, and every 50,000 thereafter, the Empire awards a bonus SMASHER. Up to four bonus SMASHERs can be displayed at the top of the screen.

When the fifth SMASHER is awarded, a small flag is displayed to indicate that the player has five or more SMASHERs. All bonus SMASHERs after the fifth are recorded, but not displayed.

REPLAYING THE GAME

The game can be interrupted at any time by pushing the START or SELECT keys. Pushing START during play or at the end of a game restarts the game but keeps the number of players unchanged. Push SELECT to alternate between one and two players; START must then be pushed to start the game.

Quick Reference Sheet

KEYBOARD FUNCTIONS

SELECT -- press to switch between a one- and two-player game

START -- press to start the game

SPACE BAR -- freezes the action or starts it again

SYSTEM RESET -- pressing this key causes the computer to act as if it had been turned off, then on; high score is reset at zero

ONSCREEN INFORMATION

Scores -- at the top of the screen. When you play a two-player game, one is displayed for each player.

High score -- appears underneath players' scores. Records the high score since the computer was turned on.

Extra SMASHERs -- appear at the top of the screen to the left of the scores. At five or more, a flag is displayed

Round number -- at the lower right corner of the screen. Indicates the number of the current player's round.

THE ENEMIES

VORPON SHIPS -- They swarm between the jaws of your SMASHER in ever-increasing numbers. If they cross the screen twice (once at higher rounds), they will seize part of your port (see CAPTURED TERRITORY).

VORPON CRUISERS--These ships that twirl and blink are deadly! they are filled with enough explosives to destroy the SMASHER if it smashes one.

DEATH SHIP--Not much is known about this ship, except that it appears only if the Vorpons cannot destroy the SMASHER. It is dangerous!

CAPTURED TERRITORY -- These colored blocks represent territory captured by the Vorpons. Gradually it closes in on your SMASHER from the four corners of the Battle Zone. It is deadly if touched, but will gradually disappear if the Vorpon Ships are held off long enough.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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